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Virtual Reality

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Page 13 of this title is devoted to the statement 'Warning! - technophobes will not understand how brilliant Virtual Reality is. Ignore them!' Now, I, being what this book would probably call a technophobe, am profoundly discouraged by this approach. Surely such a book's job is to convert the technophobe, not to reinforce technophobia. For all I know, page 14 onwards contains a fascinating catalogue of all the things that Virtual Reality can achieve - it certainly mentions a lot of them, but is this a subject about which a book is a sought-after thing? I would rather suppose that VR is more something to do and experience than something to read a flippant text about. However, it has got one thing right - I still do not understand how brilliant Virtual Reality is - so perhaps you'd better ignore me.

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